

## Emulator - Emulator Issues #10555

**Disabling emulation speed while using Vulkan and Vsync in fullscreen causes entire emulator window to briefly flash black and create other visual errors(this effects overlays too)**

09/22/2017 03:50 AM - garbageboy

<b>Status:</b>	Working as intended	<b>% Done:</b>	0%
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>			
<b>Target version:</b>			
<b>Operating system:</b>	N/A	<b>Relates to performance:</b>	No
<b>Issue type:</b>	Bug	<b>Easy:</b>	No
<b>Milestone:</b>		<b>Relates to maintainability:</b>	No
<b>Regression:</b>	No	<b>Regression start:</b>	
<b>Relates to usability:</b>	No	<b>Fixed in:</b>	
<b>Description</b>			
<b>Game Name?</b>			
Occurred in every game I tried.			
<b>What's the problem? Describe what went wrong.</b>			
Using Vulkan with Vsync enabled and in fullscreen: activating or deactivating the "Disable Emulation Speed Limit" hotkey immediately flashes black over the entire emulation window for a brief period of time, and also occasionally flashes a very noisy garbage-like visual effect, then afterwards it goes back to rendering the game correctly. The entire process takes less than a third of a second. These effects also affect the overlays supplied by Dolphin, like the FPS counter or lag meter.			
<b>What steps will reproduce the problem?</b>			
Use Vulkan, enable Vsync, be in fullscreen, hit the Disable Emulation Speed Limit key.			
<b>Is the issue present in the latest development version? For future reference, please also write down the version number of the latest development version.</b>			
Occurs in current dev build 5.0-5564 Also occurs in every version all the way back to 5.0-991 and 5.0-985. The disable emulation speed limit function doesn't seem to work in the first available Vulkan version (5.0-750) so I couldn't test to see if it occurred there and other versions up until 985.			
<b>What are your PC specifications? (CPU, GPU, Operating System, more)</b>			
Windows 10 x64 Intel Core i5-3570K Geforce GTX 760 (latest drivers) Two monitors			
<b>Is there anything else that can help developers narrow down the issue? (e.g. logs, screenshots, configuration files, savefiles, savestates)</b>			
Shadowplay, screenshots, and even printscreen don't capture the flashing or visual garbage so please forgive the extremely bad cell phone picture showing the visual errors.			

### History

#1 - 09/22/2017 04:47 AM - Stenzek

- Status changed from New to Working as intended

In Vulkan, to disable the speed limiter with vsync on, we need to disable vsync in the presentation engine. We can't do this without recreating the swap chain, hence the potential flicker to black when it is recreated.

## Files

---

pikmin.JPG	1.41 MB	09/22/2017	garbageboy
------------	---------	------------	------------